

1. For use in an audio dynamics processor, a process for generating a dc control signal from an input audio signal comprising the steps of:

means for deriving a level detected signal from said input signal providing a fast time constant;

means for providing a system threshold level;

means for clamping said level detected signal at a point equal to said system threshold level:

means for deriving from said clamped level detected signal a dc signal providing a long time constant.

2. For use in an audio dynamics processor, a process for generating a dc control signal from an input audio signal comprising the steps of:

means for deriving a level detected signal from said input signal providing a fast time constant;

means for providing a system threshold level;

means for clamping said level detected signal at a point equal to said system threshold level;

means for deriving from said clamped level detected signal a dc signal providing a long time constant.

means for generating a differential time constant control signal by differencing said level detected fast time constant and said dc signal providing a long time constant. means for varing said long time constant in realtion to said differential time constant control signal.